

Abstract

Gesture-based input device for a user interface of a computer

The gesture-based input device for a user interface of a computer comprises two pairs of electrodes scalable for any screen size wherein the electrodes are arranged to capture the quasi-electrostatic field surrounding the user in order for the graphic user interface to provide different options or tasks to be selected by a user, a platform for supporting a user, a quasi-electrostatic field generator source connected to the platform and a circuitry connected to the electrodes for determining, relative to each of the electrodes, the position of that part of a user supported by the platform, e.g. a user's hand, being closest to the electrodes. The position of the part of the user in each dimension of the electrodes array is determined based on the relation of two voltage signals of the circuitry, respectively, each voltage signal indicating the distance between the part of the user and the respective electrode, whereby the position within the sensor detection range closest to the part of the user is determined without any calibration of the system for the user.